

FIG. 1
(PRIOR ART)

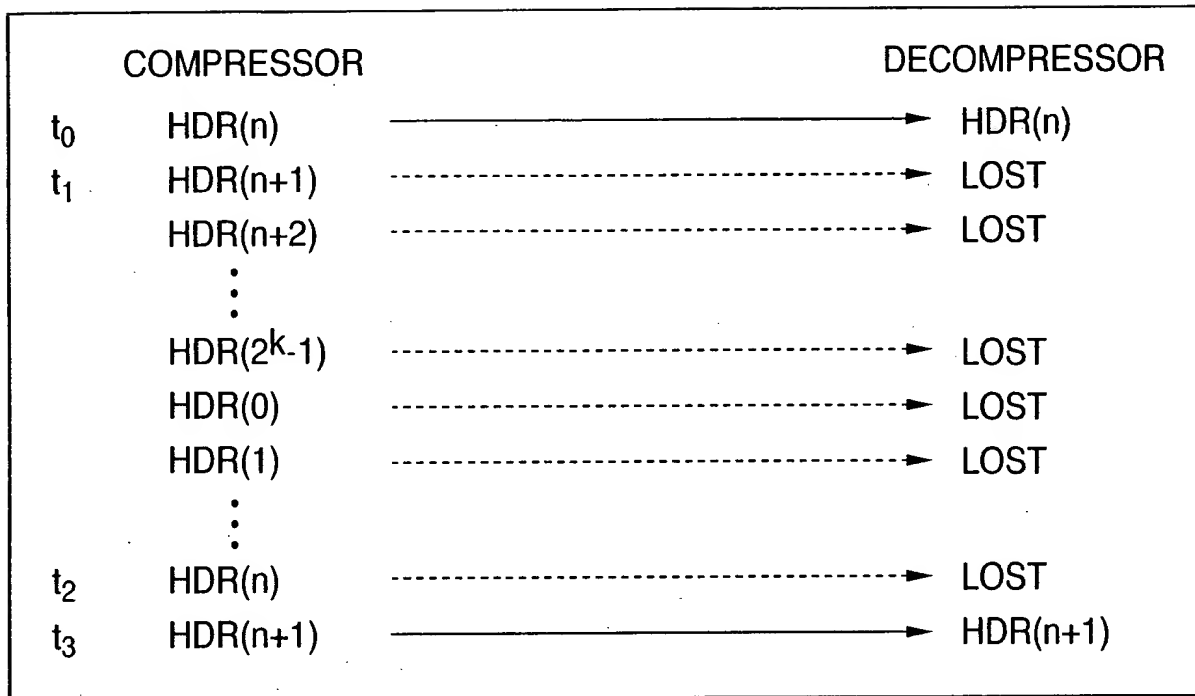


FIG. 19

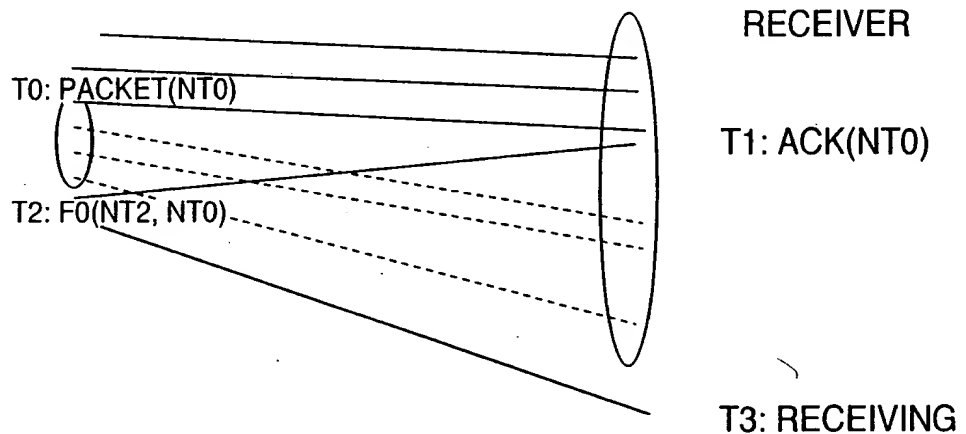


FIG. 2

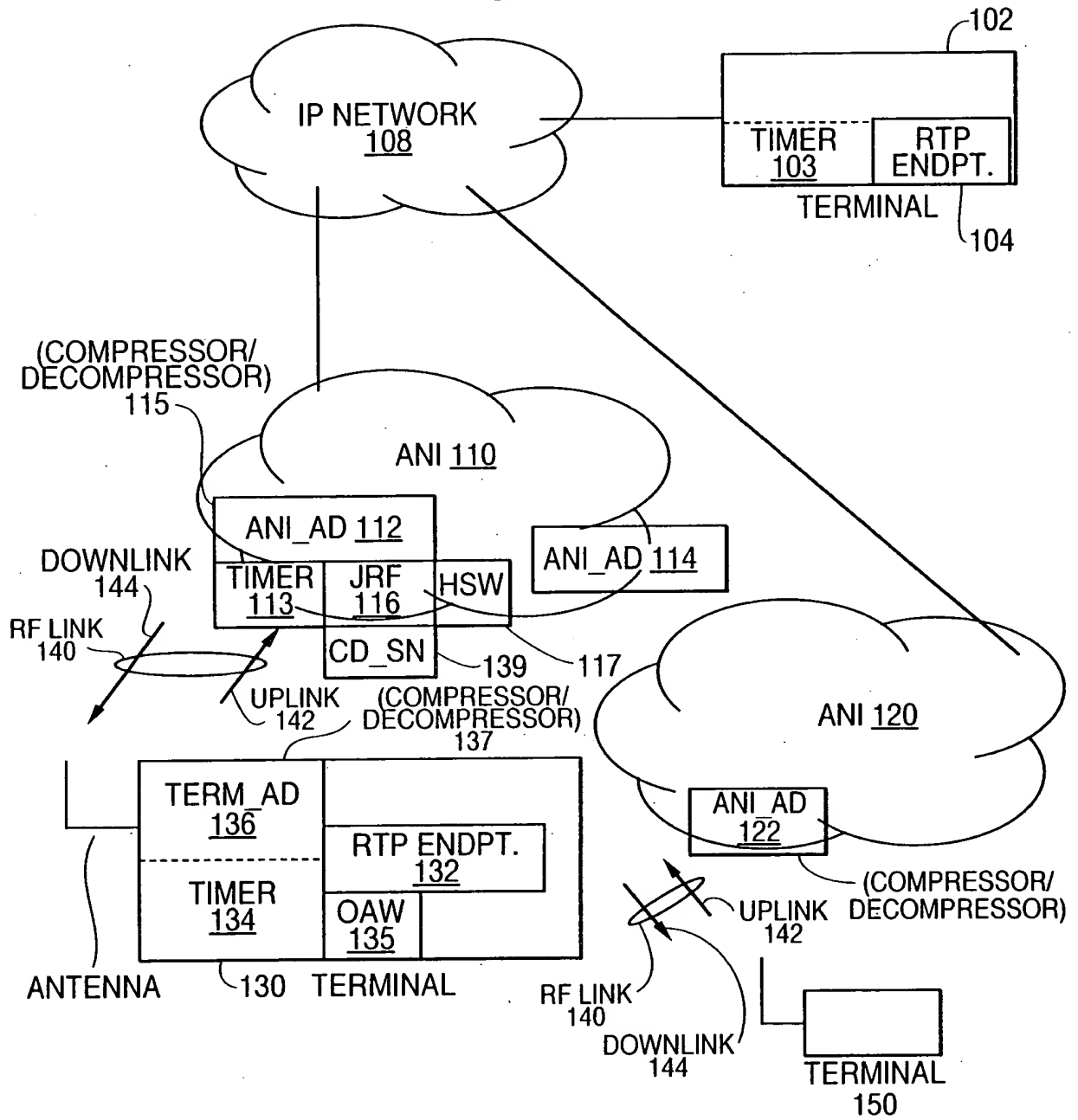


FIG. 3

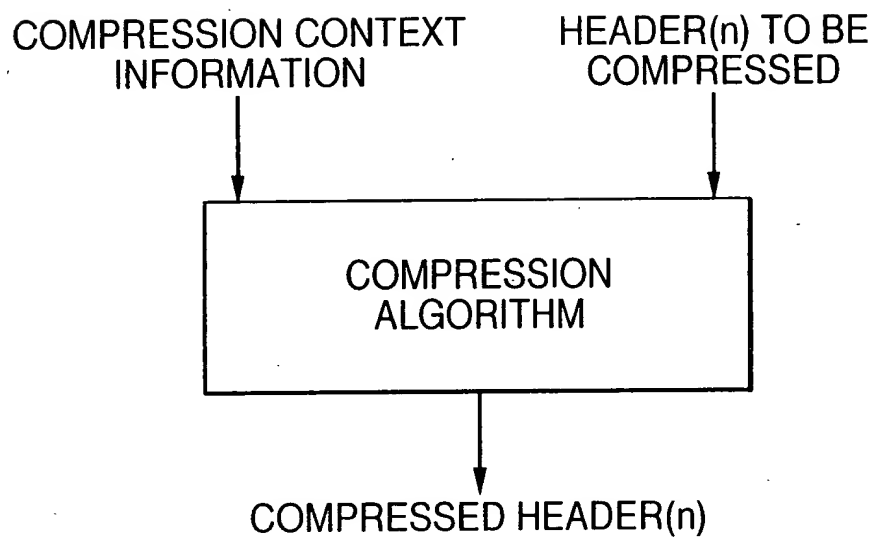
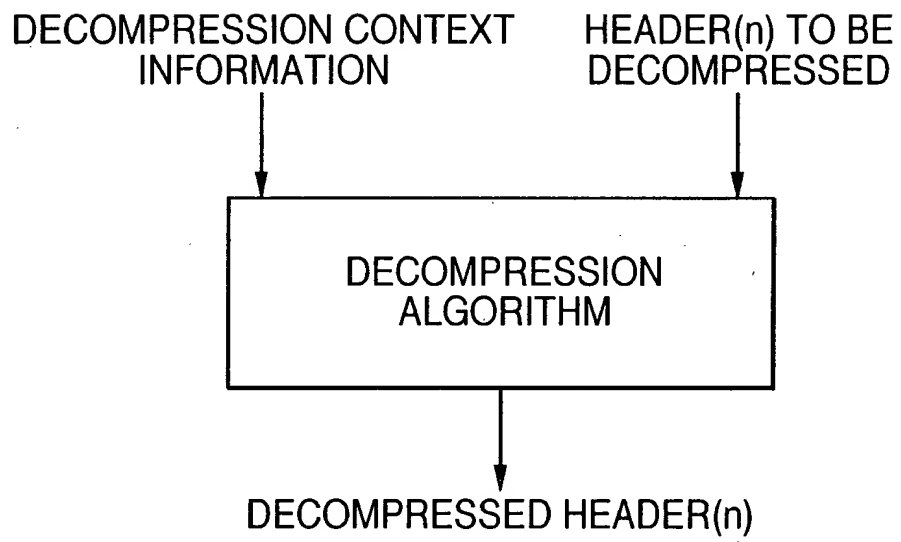


FIG. 4



00000-00000

FIG. 5A

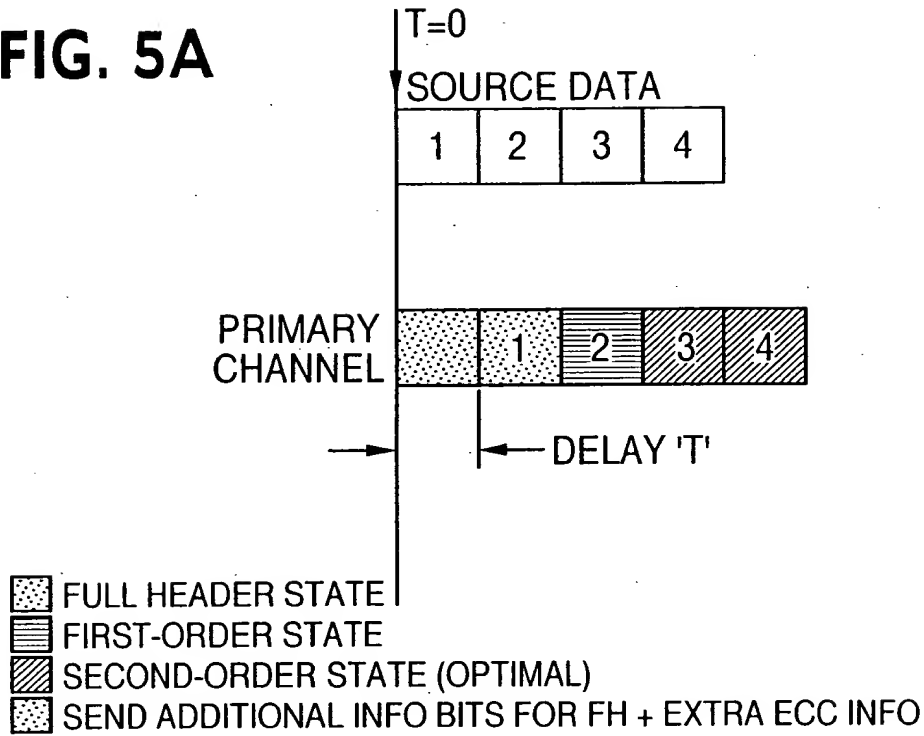


FIG. 5B

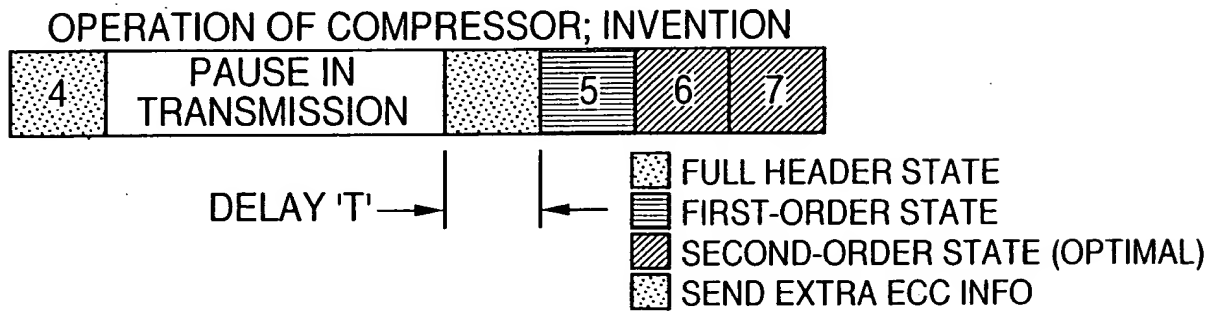


FIG. 6

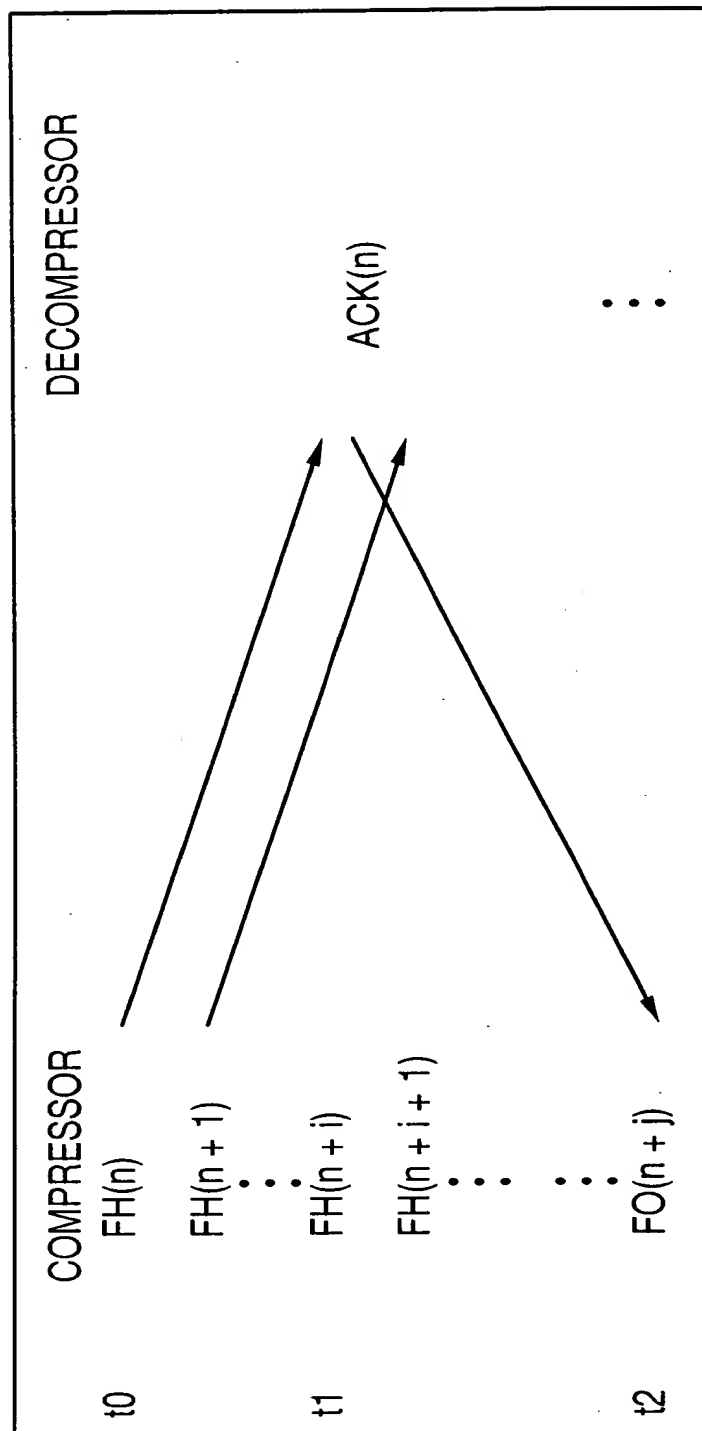


FIG. 7

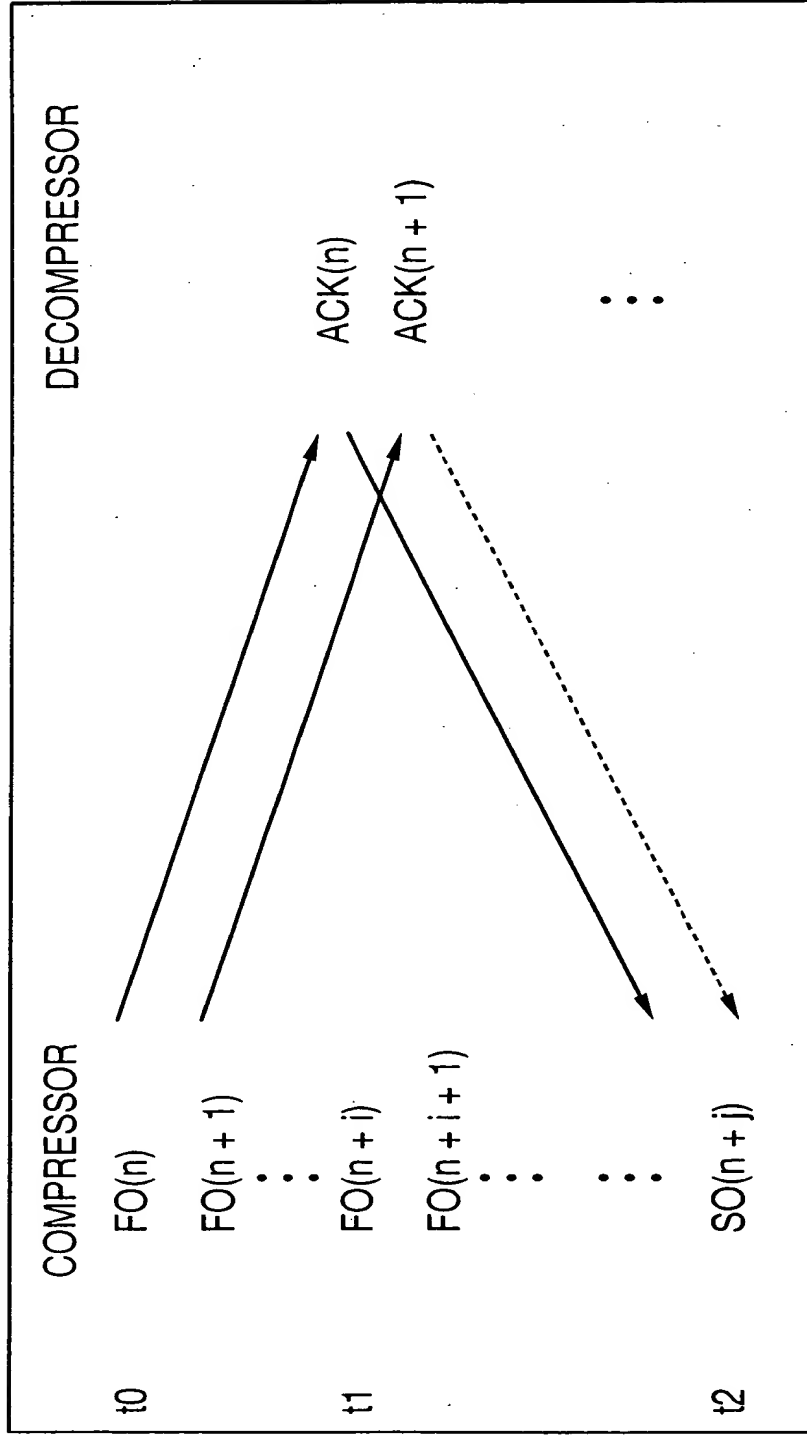


FIG. 8

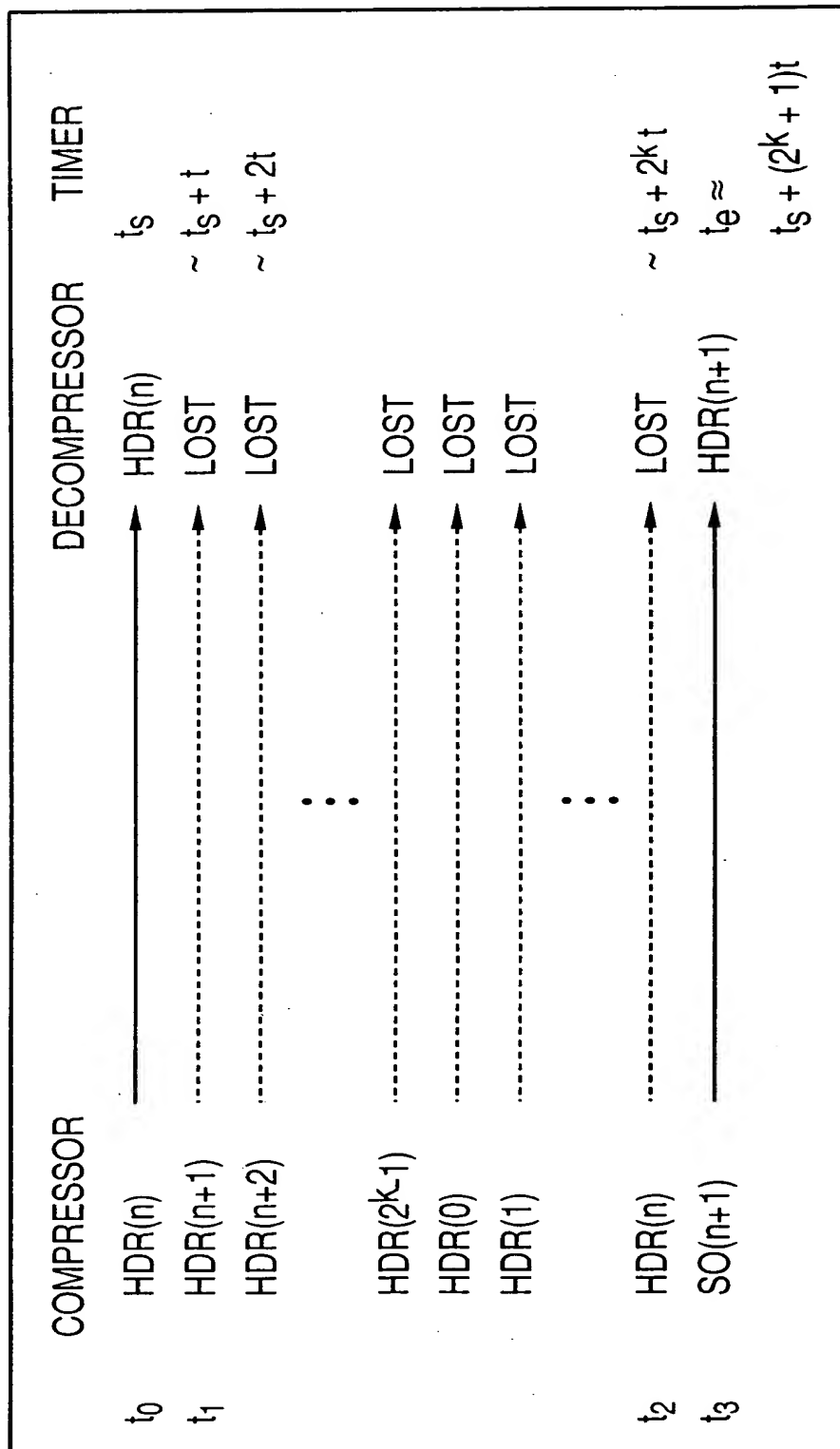


FIG. 9

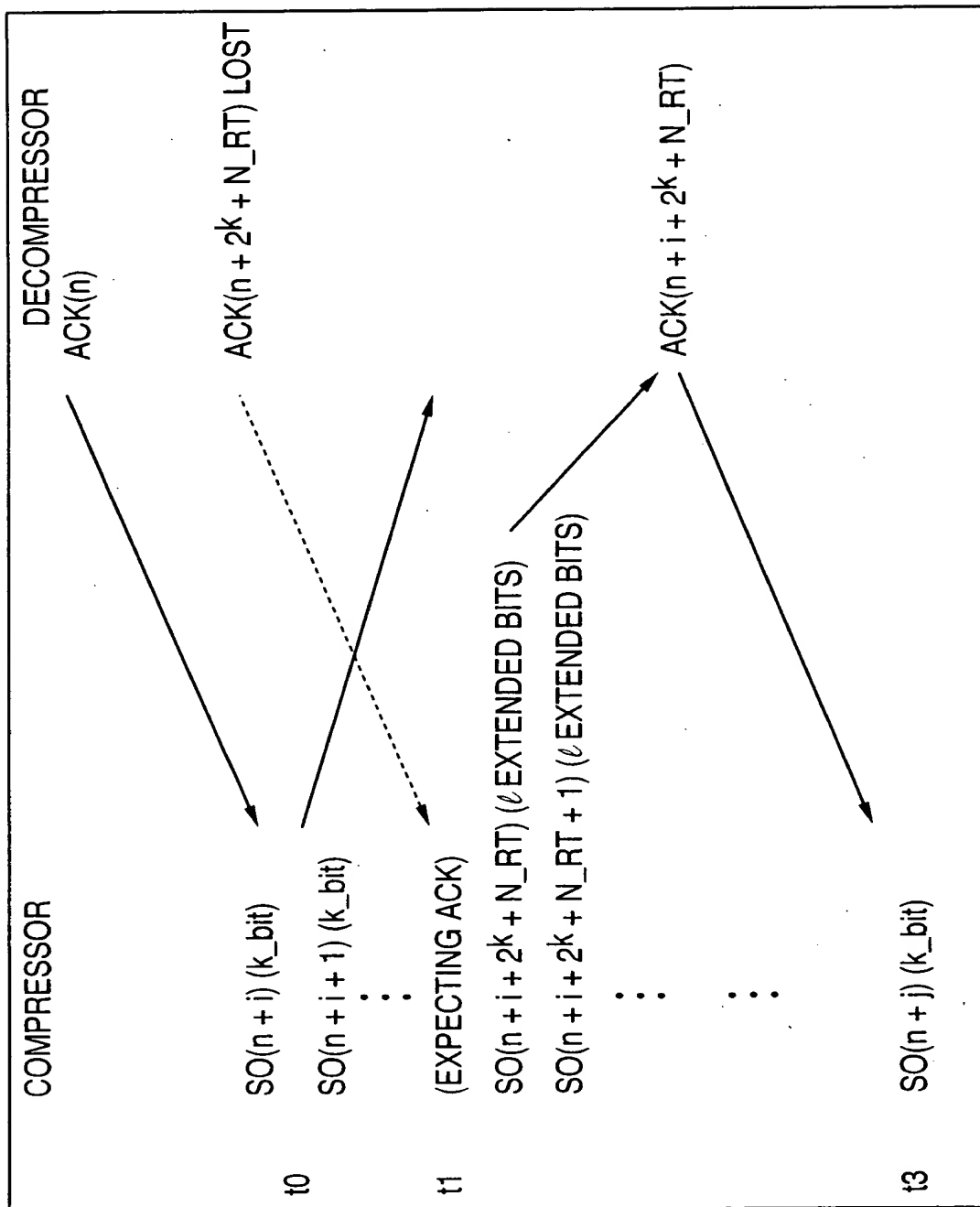


FIG. 13

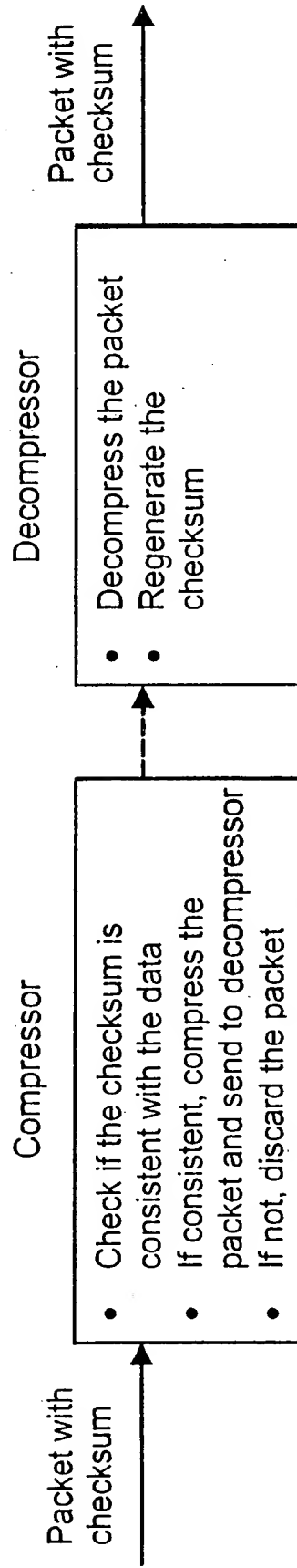


FIG. 14A 1. SO Packet (PT = 0)

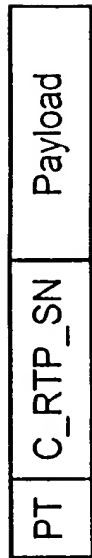


FIG. 14B 2. ACK Packet (PT = 10)

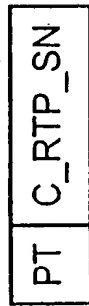
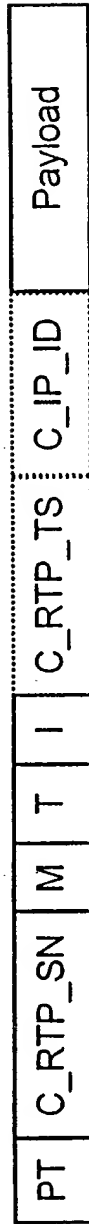


FIG. 14C 3. FO Packet (PT = 110)

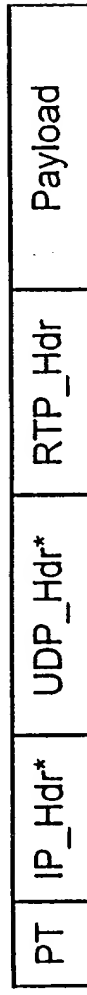


M – Marker Bit in the RTP Header (1 bit)

T – Flag which is set to 1 if C_RTP_TS is present, 0 otherwise (1 bit)

I – Flag which is set to 1 if C_IP_ID is present, 0 otherwise (1 bit)

FIG. 14D 4. FH Packet (PT = 1110)



* The length fields in IP and UDP header in FH packets can be replaced with header compression information, assuming the packet length is provided by the lower layer at the decompressor side.

FIG. 14E

5. FO_EXT Packet (PT = 111110)



- FO_EXT packet will be transmitted only if one or several non-essential fields have changed. The Bit Mask is used to indicate which fields are present in this packet.
- C_RTP_TS and C_IP_ID will be always present in a FO_EXT packet. Therefore, T and I bit-flag are not necessary.

FIG. 14F

6. FH_REQ Packet (PT = 111110)



Full header request packet will be sent only under exceptional situations, e.g., system crash

FIG. 15

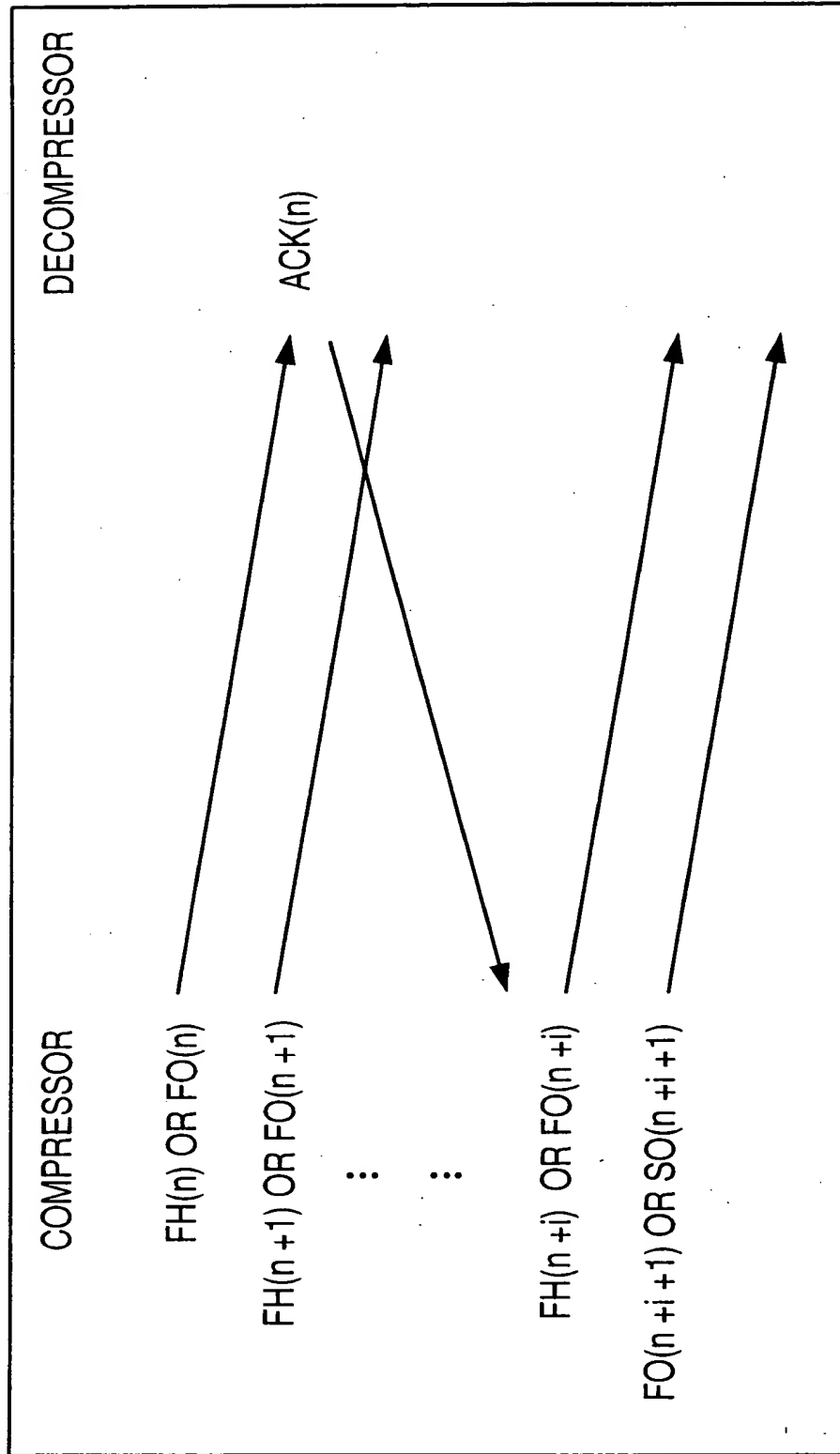


FIG. 16

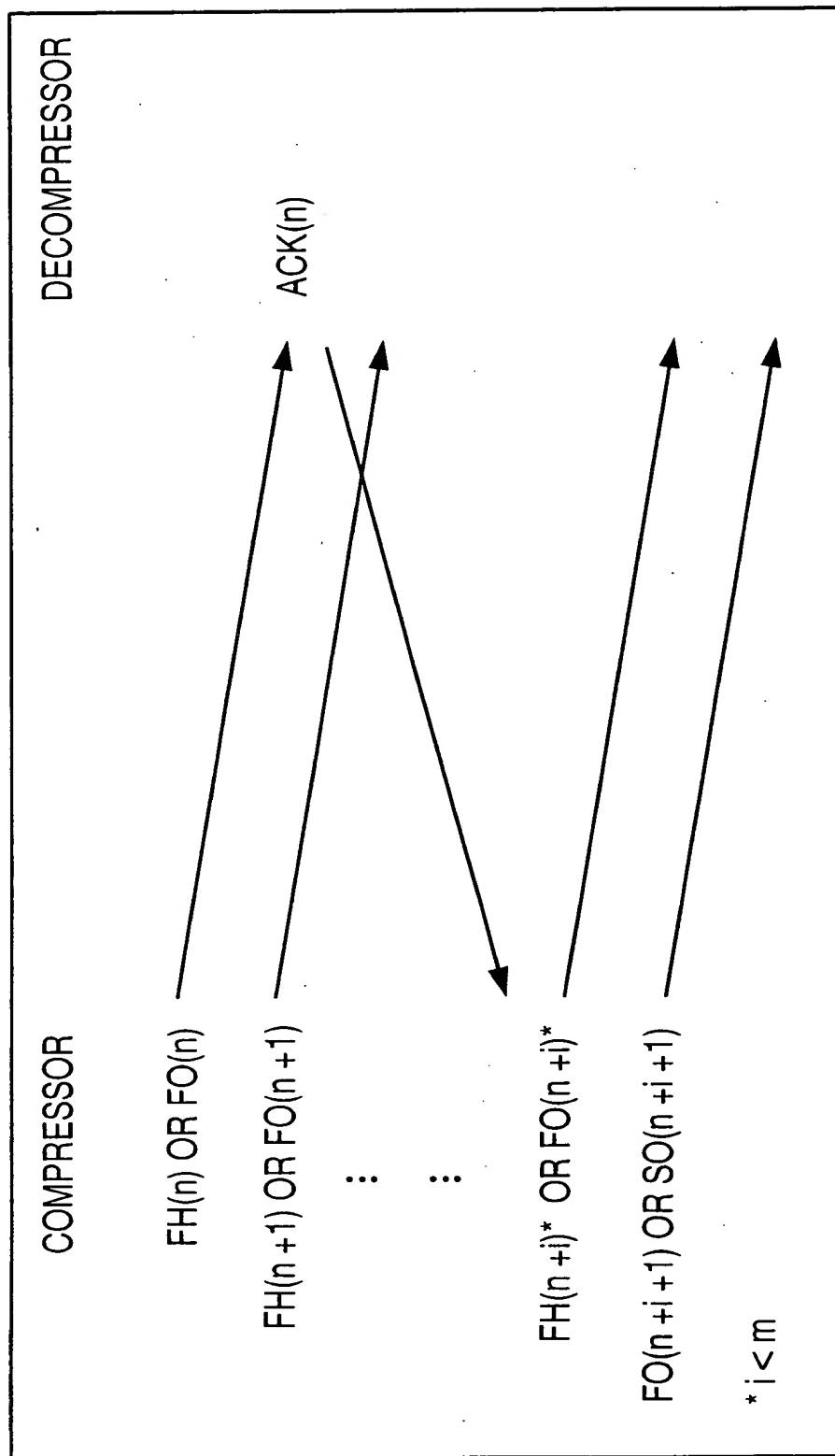


FIG. 17

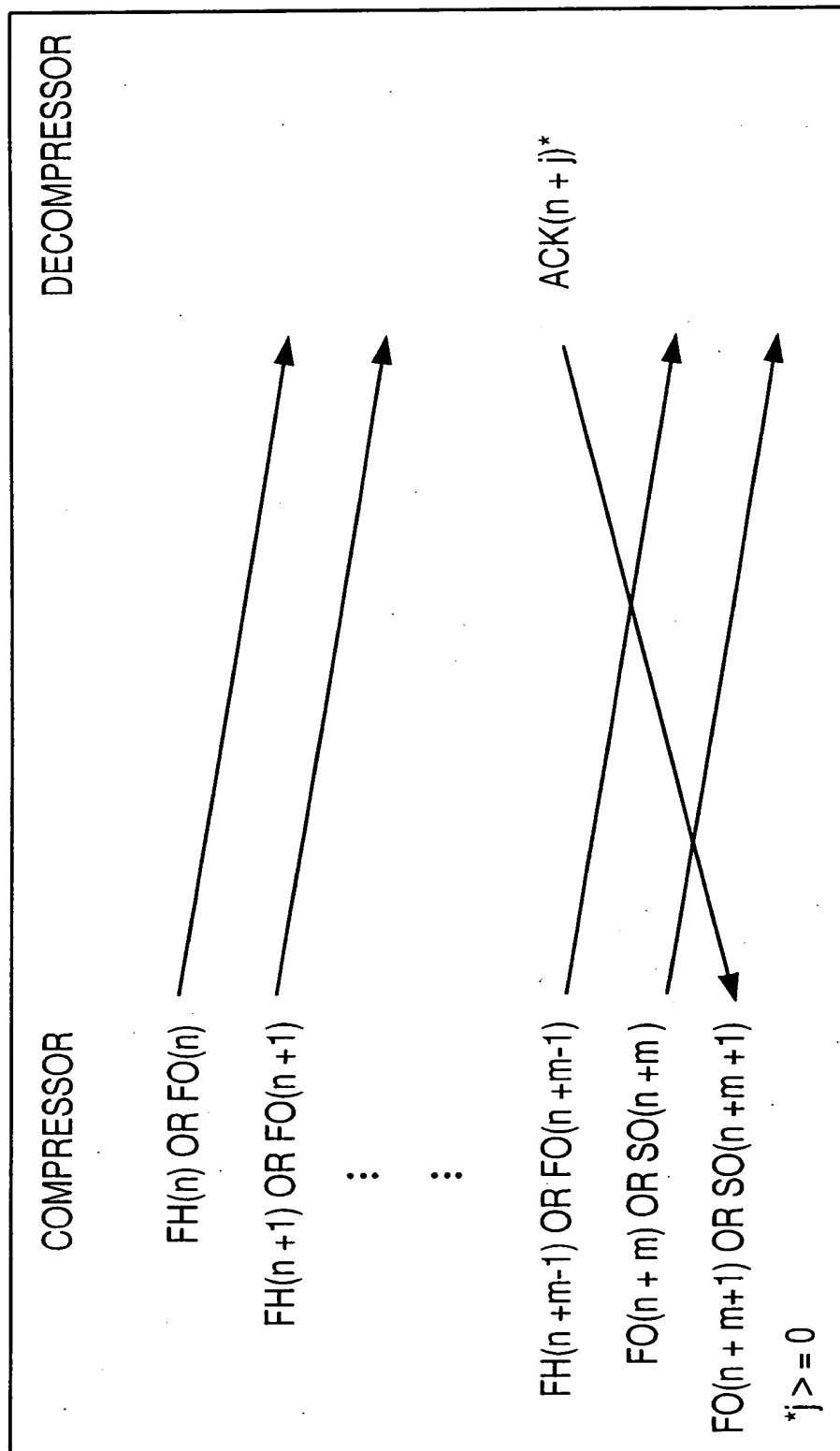


FIG. 18

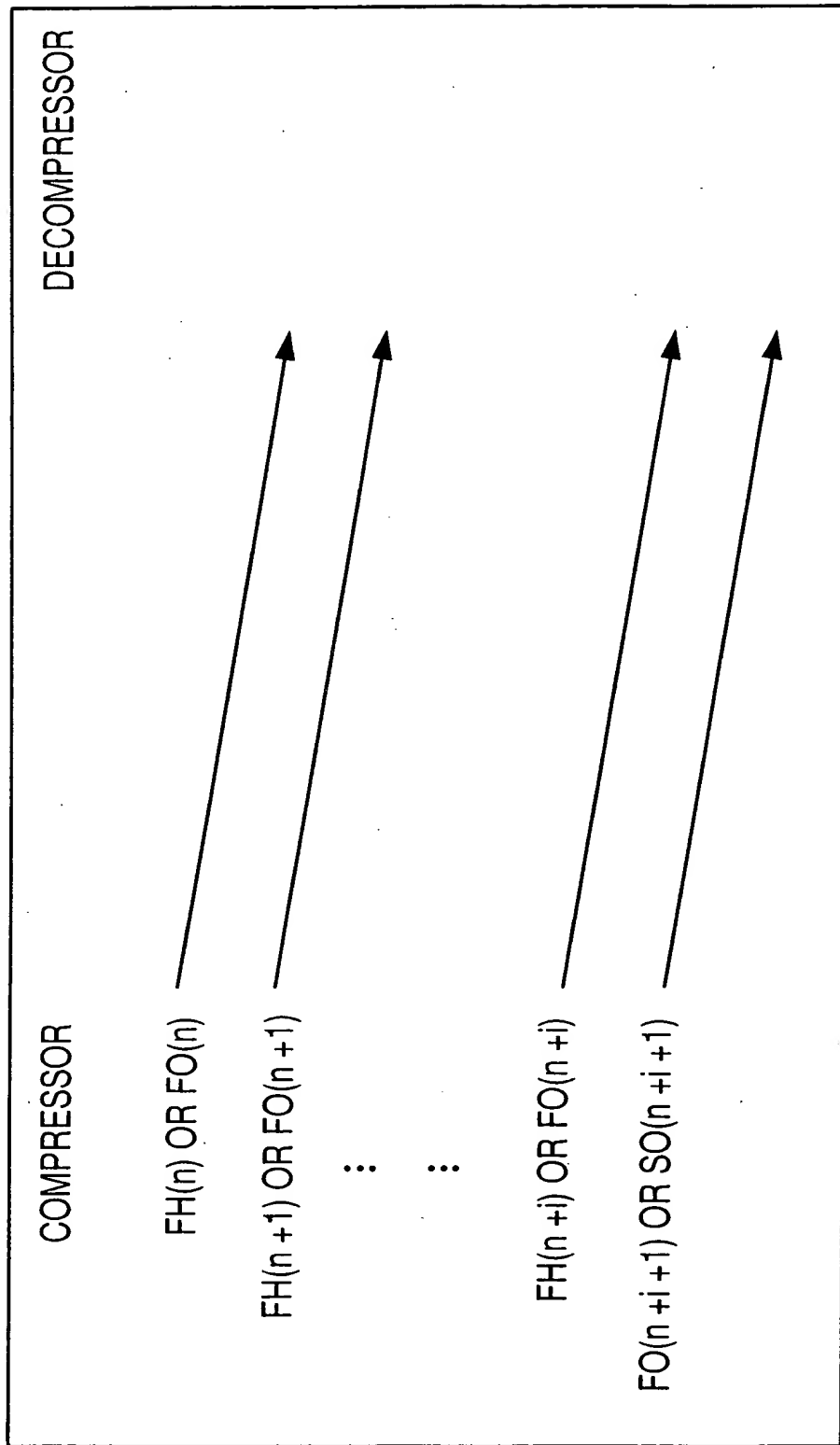


FIG. 20

